PlayStation

PAL

BATTLE ARENA TOSHINDEN 3

TM

SONY COMPUTER ENTERTAINMENT

TAKARA®

PlayStation™

Precautions

• This disc contains software for the PlayStation™ home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation™ specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation™. • Read the PlayStation™ Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation™, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos. and Games Hotline Nos.

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SCES-00700

ENGLISH

BATTLE ARENA TOSHINDEN 3™

PROLOGUE

There was a fight to the death at the TOSHIN tournament involving a secret Association. The underground fighting tournament seemed to have served its purpose well. But then new enemies came to confront the fighters.

"When the sea is dyed red with blood, their god will come..."

Their god is called AGONTHEUS, also known as TOSHIN, and they have singled out the victors of the TOSHIN tournament as his sacrifices.

"The bodies of those who have been reborn harbour a tremendous, eternal power..."

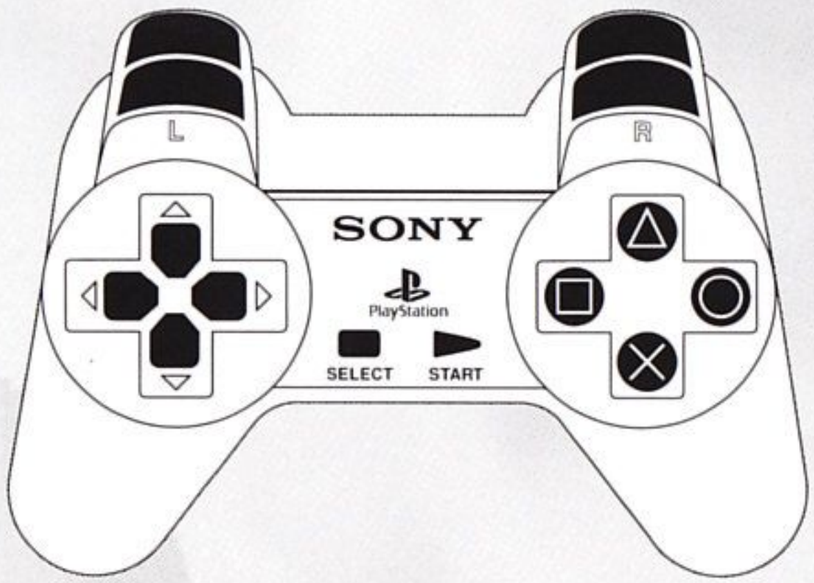
Their objective is to find a young boy whose heart is pure enough and whose body is strong enough to receive the tremendous spirit power, and who will act as the vessel into which the blood of the sacrifices will be poured.

A new battle in the saga of the TOSHIN legend has begun.

GETTING STARTED

Set up your PlayStation™ according to the instructions in its Instruction Manual. Insert the BATTLE ARENA TOSHINDEN 3™ disc and close the Disc cover. Turn the PlayStation™ ON at the POWER button. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card before commencing play.

USING THE CONTROLLER



Directional button:
- Select the game mode from the Title Screen
- Change the settings in the OPTIONS Screen
- Move your character around the Battle Arena

□ / △ button:
- Weapon attack

✕ / ○ button:
- Kick

L1 button / L2 button:
- Cartwheel move

R1 button / R2 button:
- Special attack

START button:
- Select game start and the game mode from the Title Screen
- Takes you back to the Title Screen from the OPTIONS Screen if QUIT is highlighted.
- Press once to pause the game on the Battle Arena screen, press again to continue the game

SELECT button:
- Select the game mode and select OPTIONS items when the game is paused
- Provoke opponents during battles

OPERATING THE CHARACTERS

↑ Jump
→ Face forward
↓ Crouch
↙ Lower defence
← Retreat / upper defence
* when the character is facing right

	WEAK ATTACK	POWERFUL ATTACK
WEAPON	□ button	△ button
KICK	⊗ button	○ button

ATTACK POWER

There are two types of attack: weak attacks (in which the character moves quickly and nimbly to take an opponent by surprise) and powerful attacks (in which the character's movements are more obvious, but which produce devastating results).

DEFENCE

If you press the Directional buttons in the opposite direction to that which your character is facing, your character will defend against your opponent's attack. However, even if you manage to defend against an opponent's special attack, you will receive a certain amount of damage. There are some techniques against which you cannot defend - throwing techniques, for example.

UPPER DEFENCE ←

This is the defence for SPECIAL ATTACKS, standing attacks and jumping attacks.

LOWER DEFENCE ↙

This is the defence for SPECIAL ATTACKS and lower body attacks. Try to judge your opponent's attack and defend against the attack as necessary.

* → COMMANDS

The → symbol in this manual means that you should keep the button pressed, whereas the ⇨ means that you should press the button and release it quickly.

* All the commands given here refer to when the character is facing right.

SPECIAL CHARACTER OPERATIONS

STEP		
STEP IN	⇨⇨	approach an enemy quickly
BACK STEP	⇦⇦	jump back

DASH	⇨→	Start running forward

CARTWHEELS	The character cartwheels and dodges the enemy
FORWARD CARTWHEEL	L1 button
REAR CARTWHEEL	L2 button
AUTOMATIC CARTWHEEL	⇩⇩

DIAGONAL CARTWHEELS	
FORWARD DIAGONAL CARTWHEEL	→ + L1 button
REAR DIAGONAL CARTWHEEL	→ + L2 button

DASH DODGE	The character moves sideways without cartwheeling to dodge an enemy's attack	
FORWARD DASH DODGE	⇨→	+ L1 button
REAR DASH DODGE	⇨→	+ L2 button

DASH ATTACK	⇨→ button	+ ATTACK button	You perform a DASH ATTACK by pressing an ATTACK whilst dashing

GETTING UP FROM A KNOCK-DOWN

You can choose how you get up after being knocked down

DO NOTHING	Normal recovery
L1 button	Forward roll
L2 button	Rear roll
Directional button (HEAD)	Rise in the direction in which your character's head is pointing
Directional button (FEET)	Rise in the direction in which your character's feet are pointing
Repeatedly press one of the Attack buttons rapidly	Your character recovers more rapidly after being knocked down

THROW	△ + ○ buttons	Press this button combination as you approach your opponent, to throw them - this technique is very damaging to your opponents

DOWN ATTACK	You can attack your opponent on the floor when they are down to damage them further by using the DOWN ATTACK (Only DUKE refuses to perform the DOWN ATTACK - he is too much of a gentleman!)

REVERSE ATTACK	Your character Reverse Attacks an opponent who is behind them
□ or △ button	Rear weapon attack
✕ or ○ button	Rear kick
↓+ □ or △ button	Lower rear weapon attack
↓+ ✕ or ○ button	Lower rear kick

OTHER ATTACKS

Depending on the technique used, you can throw your opponent against a wall, or throw them so that they float in mid-air.

* If you are thrown by your opponent and you are in mid-air, you should repeatedly press the ○ button to re-gain your balance and effect a good landing.

TOSHIN COMBOS (see character introductions)

By repeatedly pressing certain buttons, you can make your character perform combination attacks. And by pressing different combinations of buttons, you can make your Reversal Attacks more effective.

REAR ATTACK

← + △ button + □ button

This technique allows you to move behind an opponent who is in a defensive pose, to render their defence useless so that you can attack.

REVERSAL ATTACK

⇦+ △ button (or □ button for some characters)

Using this technique, when your opponent attacks, you can return their Attack and inflict twice the damage on your opponent that they inflicted on you.

ENERGY ATTACK

□ button + ⊗ button

This attack is limited and can be used only twice in a 1 set match, four times in a 2 set match, and five times in a 3 set match.

WALL COUNTER-REVERSAL ATTACK

When your character is thrown against a wall by their opponent, this technique allows you to use that energy to kick off the wall and Counter-Reversal Attack, or to regain a fighting position. Press the △ button to kick off the wall to Counter-Reverse Attack your opponent, or press the ○ button for your character to recover and regain a fighting stance.

PROVOCATION

You can provoke your opponent by pressing the SELECT button. However, some of the characters will not provoke their opponents. Please refer to the character introduction pages.

SPECIAL ATTACKS

Each character has their own SPECIAL ATTACKS (see the introduction to the characters).

ULTIMATE TECHNIQUES

These are Special Attacks which can only be used when the OVERDRIVE GAUGE is flashing. Please refer to the character introduction pages for more information.

SECRET SPECIAL ATTACKS

These are Special Attacks which can only be used when the LIFE GAUGE is flashing red. These techniques cannot be used repeatedly. If your character is attacked by an opponent after using a SECRET SPECIAL ATTACK and the LIFE GAUGE starts to flash red again, then you may be able to use the technique again. Please refer to the character introduction pages for more information.

ONE SHOT SPECIAL ATTACKS

Some SPECIAL ATTACKS, ULTIMATE TECHNIQUES, SECRET SPECIAL ATTACKS, etc., can be performed by hitting just one button rather than punching out a complicated button combination. The initial settings for these techniques are the R1 and R2 buttons.

GAME RULES

THE FIGHT WINNER WILL BE DECIDED ACCORDING TO THE RULES BELOW:

1. When your opponent's life gauge has been reduced to zero and they can no longer stand up, you win by knockout and you get the point for the bout.

2. In bouts in which there is a time limit, if there is no winner within the time limit, the point for the bout goes to the character with the most life left on their life gauge at the end of the match.

3. If the life gauge of both characters falls to zero at the same time (double knockout), or if both characters have the same level in their life gauge at the end of the time limit, the bout will be judged a draw.

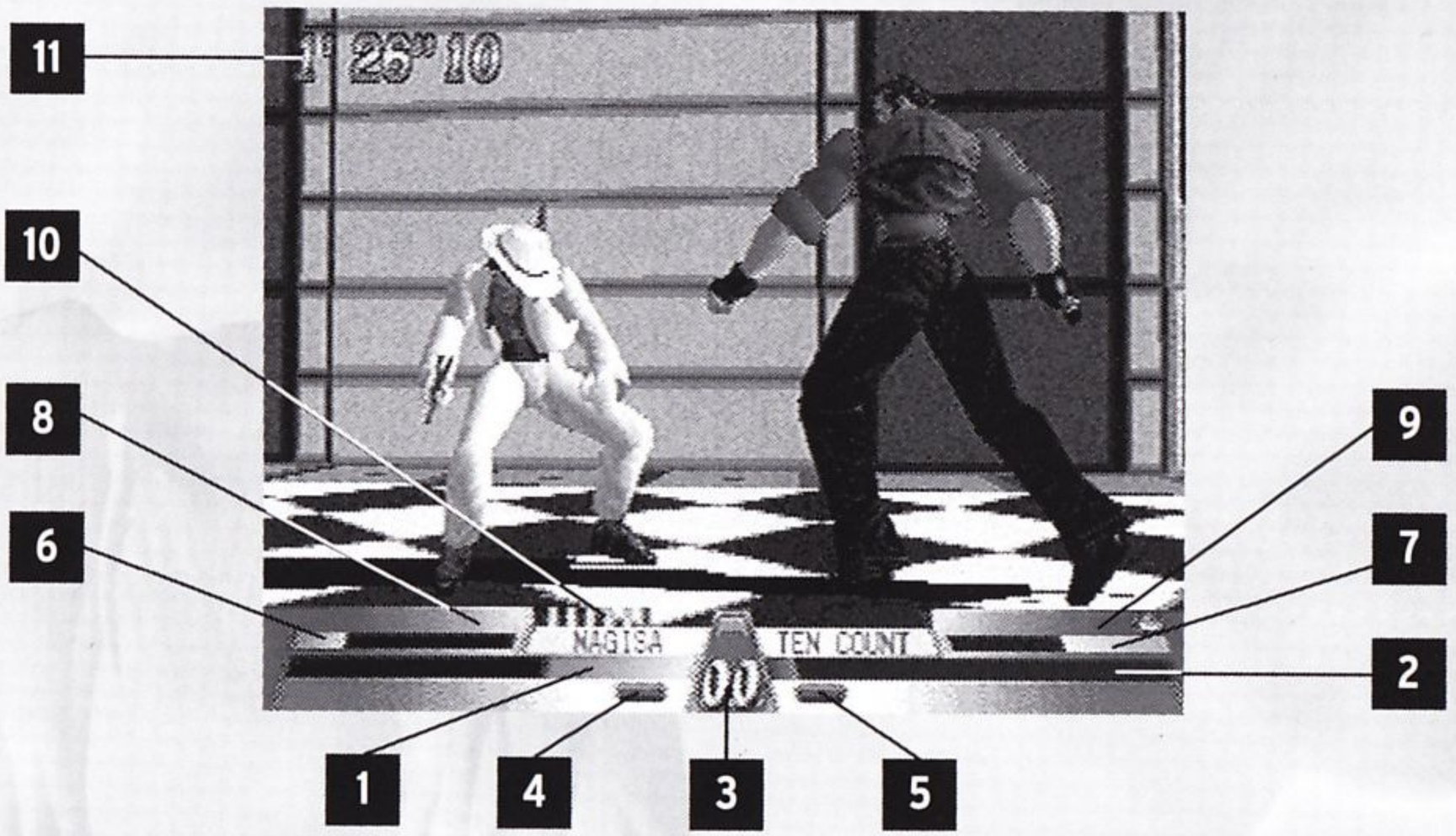
4. The player who gets the number of points necessary to win the match goes on to meet the next fighter in the next round.

GAME MODE

You can select the GAME MODE by pressing the START button on the Title Screen or during the demo. Select the game mode using the Directional buttons and begin the game by pressing the START button. You can choose from the following:

- ARCADE
- SURVIVAL
- VS HUMAN
- VS COMPUTER
- PRACTICE
- OPTIONS
- CONTROLLER
- RANKING
- SAVE & LOAD

GAME SCREEN



1. **PLAYER 1 LIFE GAUGE**
   The gauge level decreases each time PLAYER 1 is hit by an opponent's attack. When the gauge is reduced to zero, PLAYER 1 is knocked out.
2. **PLAYER 2 LIFE GAUGE**
   As PLAYER 1
3. **TIME REMAINING**
   Displays the time remaining for the bout
4. **PLAYER 1 WIN MARK**
   Win marks are added each time the player wins a bout
5. **PLAYER 2 WIN MARK**
   As PLAYER 1
6. **PLAYER 1 OVERDRIVE GAUGE**
7. **PLAYER 2 OVERDRIVE GAUGE**
8. **PLAYER 1 REMAINING ENERGY ATTACK**
9. **PLAYER 2 REMAINING ENERGY ATTACK**
10. **REMAINING BULLETS**
    (only for those characters who can shoot bullets)
11. **PLAYER 1 TIME**
    PLAYER 1's total time so far

OVERDRIVE GAUGE

Each time your character hits their opponent with a SPECIAL ATTACK or with a normal attack technique, and each time your character is hit by their opponent, the OVERDRIVE GAUGE will gradually increase. When the gauge is at its maximum, it will begin to flash. The gauge will remain at maximum for a certain amount of time, and while the gauge is flashing your character's attack power will increase and you will also be able to use ULTIMATE TECHNIQUES. The gauge will gradually decrease whilst it is flashing, and when the level reaches zero, OVERDRIVE finishes.

During the game you should do your best to discover those techniques which increase the level of the OVERDRIVE GAUGE the most, so that you can use it to its best effect.

SELECTING A CHARACTER

Select the ARCADE mode and select your character from the 14 characters available to fight against the enemy characters from the Organisation (controlled by the computer). Select your character using the Directional buttons and press one of the following buttons to confirm your choice: the △ or □ button for the PLAYER 1 colour, and the ○ or ✕ button for the PLAYER 2 colour.

Depending on whether or not you win the round, you may be able to use the opposing characters you have beaten in subsequent rounds.

CONTINUE

If your character is beaten by their opponent in the ARCADE mode, the CONTINUE screen appears. If you press the START button before the counter reaches zero you can continue the match against the opponent you were beaten by. If you press any of the other buttons on the CONTINUE screen, the counter will count down faster. If you choose not to continue, it's GAME OVER.

JOINING A GAME PART-WAY THROUGH

A second player can join in during an ARCADE game, using a second Controller. The player presses the START button on the Controller that is not being used to play the ARCADE game. This interrupts the game and allows the new player to choose a character.

VS GAME

If you choose VS HUMAN in the GAME MODE, you can play against your friends. Just choose your characters from the CHARACTER SELECT screen.

If you choose VS COMPUTER, your opponent will be the computer. First choose your own character, then select the opposing character you wish the computer to control.

If you are beaten in the VS HUMAN mode, you can continue to play by selecting CONTINUE within the time limit; this will take you to the CHARACTER SELECT screen.

If you select CONTINUE in the VS COMPUTER mode, you will return to the Character Select screen.

OPTIONS IN PAUSE

If you press the START button during a game, the following list of options will be displayed:

- CONTINUE (continue from the point at which you paused)
- OPTIONS (OPTIONS MODE: alter sound & camera angle settings)
- CONTROLLER (alter the button settings)
- QUIT (return to the Title Screen)

Select an item by pressing the SELECT button, and press the START button to confirm your choice.

CONTROLLER

The Controller buttons can be configured in the following ways:

□, △, ✕, ○ **button**	WEAPONS; KICK STRENGTH
L1, L2, R1, R2 buttons	SPECIAL ATTACKS 1-4; FORGROUND, BACKGROUND AND AUTOMATIC DODGE; REVERSAL ATTACK; ENERGY ATTACK; GUARD; THROW; CAMERA ACTION; NO EFFECT
GUARD	AUTO GUARD; NORMAL GUARD

OPTIONS MODE

Selecting OPTIONS from the GAME MODE takes you to the OPTIONS MODE screen in which you can alter various game settings. Select the menu items using the UP and DOWN Directional buttons and use the LEFT and RIGHT Directional buttons to alter the various settings. Pressing the START button takes you back to the Title Screen if QUIT is highlighted.

SOUND: Select MONO or STEREO

MUSIC: This can be switched ON or OFF

CAMERA ACTION: Select the camera angle from NORMAL, OVERHEAD, AERIAL, PLAYER, LONG VIEW and SKY VIEW

DIFFICULTY: There are 8 levels of difficulty: STRESS RELIEF, VERY EASY, EASY, NORMAL, MODERATELY HARD, HARD, VERY HARD, and IMPOSSIBLE

BOUT TIME: You can select the time limit for each match for 60 secs, 99 secs or INFINITE

SET POINT: You can choose between 1, 2 or 3 sets

FRAME RATE: You can choose between the beauty of 25 frames per second - 1/25 - or the smooth motion of 50 frames per second - 1/50

RANKING

If you select RANKING from MODES, you will be offered the choice from ARCADE or SURVIVAL or the opportunity to QUIT. After you have chosen your game mode, the characters' names will be displayed. Choose the character whose time record you wish to see and press the ⊗ button. Pressing the △ button will take you back to the previous screen.

SAVE & LOAD

You can save and load each character's time record along with all the other character data. A minimum of one Memory card block is required. Make sure there are enough free blocks on your Memory card before commencing play.

CHARACTERS

✣: ULTIMATE TECHNIQUE - only when the over-drive gauge is flashing
✣✣: SECRET SPECIAL ATTACK - only when the life gauge is flashing

EIJI

DATA
Name: Eiji Shinjo
Height: 175 cm
Weight: 63 kg
Age: 23 yrs
Nationality: Japanese

Realising that the purpose of his life is not merely to imitate his brother SHO, EIJI is now in search of his own identity. The Vermilion Organisation wants him dead, along with all the other participants in the tournament, and with that knowledge he has decided to challenge the Organisation himself. "Come on! I'll take you ALL on!"

SPECIAL ATTACKS

ZENTEN-NAGE ⇨⇘⇩⇙⇦ △
KIKAKU ⇨➔ (while dashing) ⇦ △
JIGOKU-MON ✣ □ + △ or ✕ + ○
HYAKKIMO-SHUKEN ✣✣ ⇨⇦⇨ △

TOSHIN COMBOS

□ ⇨ □ □ □ ↓ □
□ □ □ △

KAYIN

DATA
Name: Kayin Amoh
Height: 178 cm
Weight: 64 kg
Age: 24 yrs
Nationality: English

KAYIN rescued NARU from the secret Association and adopted him. Their relationship reminds him of his relationship with his own adoptive father, AMOH, and now, in order to finally come to terms with his past, he is searching for AMOH to find out the truth. To do this, KAYIN must now become embroiled in a new battle.

SPECIAL ATTACKS

SONIC SLASH ⇩⇘⇨ □ or △
TERROR COMET ⇩⇙⇦ ✕ or ○ (in mid-air)
HELL'S GATE ✣ □ + △ or ✕ + ○
HELL'S INFERNO ✣✣ ⇨⇦⇨ ○

TOSHIN COMBOS

□ ✕ ✕
✕ ✕ ✕ ↓ △

BAY HOU

DATA

Name:	Bay Hou
Height:	145 cm
Weight:	38 kg
Age:	??
Nationality:	Chinese

He learned his technique from watching HOU, who was training in the Conron Mountains. BAY HOU doesn't understand why he is fighting against the Organisation, but it seems to be related to the old temple which is his home. No-one knows why he uses the same hooked claws as HOU, or who the skull on his back belongs to.

SPECIAL ATTACKS

MONKEY DRILL (HORIZONTAL)	⇩⇘⇨ ⊗ (possible in mid-air)
MONKEY DON-PAPPA	⇨⇘⇩⇙⇦ □ or △
MONKEY DO-DO-DON +	□ + △ or ⊗ + ○
MONKEY DO-DO-DON-PAPPA ++	⇨⇦⇨ △

TOSHIN COMBOS

□ ⊗ ↓ ⊗ ⊗

□ □ ↓ □ □

RUNGO

DATA

Name:	Rungo Iron
Height:	196 cm
Weight:	92.6 kg
Age:	32 yrs
Nationality:	American

RUNGO has promised to take part in the tournament in response to GAIA's request. Their strong friendship is forged through fighting and battling adversity, but when things start to go wrong, bad luck seems to breed more bad luck. Now GAIA's past seems to be catching up with him again, so RUNGO has also decided to join the fight against the Organisation.

SPECIAL ATTACKS

DAICHI-NO-IKARI	⇩⇘⇨ □ or △
OYAJI-NO-KANGEKI	↘ △
TAIRIKU-GEKI-CHINDAN +	□ + △ or ⊗ + ○
DAICHI-HYAKUSAI ++	⇨⇦⇨ △

TOSHIN COMBOS

⊗ ⊗ ⊗ ⊗

⇨ □ □ ⇩ △

MONDO

DATA

Name:	Mondo
Height:	179 cm
Weight:	66 kg
Age:	44 yrs
Nationality:	Japanese

MONDO is a TOSHIN tournament participant, albeit against orders. While battling against the secret organisation, MONDO began to feel misgivings about his employers, the Organisation. What was the purpose of the Organisation? MONDO just looked on as the Organisation attacked the village of the YAKI clan and butchered everyone there, and now his pride as a soldier leads him to challenge the Organisation. Having obeyed orders for so long, MONDO has now decided that it is time to do what he wants at last.

SPECIAL ATTACKS

UPPER SHIPPU-TSUKI	⇩⇘⇨ □ or △
THUNDER GOD GORIKI	⇩⇘⇨ □ or △ (in mid-air)
CHORIKI-MONDO-HO +	□ + △ or ✕ + ○
CHORIKI-DAIBUTSU-METSU ++	⇨⇦⇨ △

TOSHIN COMBOS

✕ ✕ ✕
↓ □ □ ✕

DUKE

DATA

Name:	Duke B. Rambert
Height:	190 cm
Weight:	75 kg
Age:	31 yrs
Nationality:	French

Although DUKE put a stop to the conspiracy within the TOSHIN tournament, he lost the woman he loved and he has yet to settle his differences with EIJI. Now DUKE wants to fight EIJI again in order to sort out his complicated feelings. He has heard a rumour that EIJI has been attacked by the Organisation. He also knows that one of the members of the Organisation is descended from an enemy clan which had a feud with the Rambert family many years ago. DUKE's aim is to uphold the honour of his family name.

SPECIAL ATTACKS

HELMET CRASH	⇩⇘⇨ □ or △ (in mid-air)
HARD ROSE	⇨⇩⇘ □ or △
GRAND CROSS +	□ + △ or ✕ + △
THE END ++	⇨⇦⇨ △

TOSHIN COMBOS

↓ ✕ ✕ ✕ △
← △ ↓ ○

ELLIS

DATA

Name:	Ellis
Height:	160 cm
Weight:	47 kg
Age:	18 yrs
Nationality:	Turkish

The fight against the secret Association now over, ELLIS was looking forward to a little peace, but she has learned that her father, GAIA, is preparing to fight again. Now ELLIS is taking care of the children in a travelling circus and she realises that they are in danger of being attacked by the Organisation. So she has decided to confront the Organisation herself in order to protect the ones she loves.

SPECIAL ATTACKS

HOMING SWALLOW	⇩⇙⇦ ⊗ or ○
ARC SLASH	⇩⇙⇦ □ or △ (in mid-air)
KISS-KISS-KISSSSSS +	□ + △ or ⊗ + ○
FRENCH KISS ++	⇨⇦⇨ △

TOSHIN COMBOS

↓ ⊗ □ ⇩ △

□ □ △ △ △

SOFIA

DATA

Name:	Sofia
Height:	172.5 cm
Weight:	50 kg
Age:	26 yrs
Nationality:	Russian

SOFIA has wounds which will not heal. She was brainwashed and left wandering around Russia, searching in vain for memories of her past. While she was working as a private investigator, she discovered the Organisation. One of the Organisation's purposes is re-birth using magic, which strikes a chord in her heart and touches her at her sorrow.

SPECIAL ATTACKS

AURORA REVOLUTION	⇨⇘⇩⇙⇦ □ or △ (possible in mid-air)
SKY HEEL	↓ ○ (in mid-air)
LOVE LOVER +	□ + △ or ⊗ + ○
CALL ME QUEEN ++	⇨⇦⇨ △

TOSHIN COMBOS

⊗ ⊗ ↓ ○

○ ⊗

TRACY

DATA

Name:	Tracy
Height:	164 cm
Weight:	48 kg
Age:	22 yrs
Nationality:	American

Tracy was involved in the destruction of the secret Association, but she remains a troubled cop. Out of the blue she has been given orders to go to Japan because a member of the Organisation had gone there. Her boss has ordered her to investigate the new crime syndicate, and as she leaves for Japan she feels almost as if she is going on vacation. Little does she realise that a very difficult boss, Nagisa Iwashiro, is waiting for her there.

SPECIAL ATTACKS

KING SLAVE	⇦⇩⬋ ⊗ or ○
JACKPOT	⇩⬋⇦ ⊗ or ○ (possible in mid-air)
PALE SLIDER +	□ + △ or ⊗ + ○
CRAZY PLANET ++	⇨⇦⇨ △

TOSHIN COMBOS

□ □ △ ← ○
↓ □ △

CHAOS

DATA

Name:	Chaos
Height:	235 cm
Weight:	70 kg
Age:	36 yrs
Nationality:	Sri Lankan

CHAOS has been released from the magic spell of the secret Association, so his mission to kill GAIA is now meaningless. When he became super-human, he lost his own identity, but now he senses a new fight is approaching and, deep within his soul, strange emotions are stirring. Once again DISASTER flashes before his eyes and stirs him into action.

SPECIAL ATTACKS

ZANKOKU CUTTER	⇨⬊⇩⬋⇦ □ or △
JADO-WAVE	⇩⬊⇨ □ or △ (possible in mid-air)
CHOMUZAN-SHIBORI +	□ + △ or ⊗ + ○
KOPPA-MIJIN ++	⇨⇦⇨ △

TOSHIN COMBOS

□ ⇩ □
⊗ ⊗

GAIA

DATA

Name:	Gaia
Height:	214 cm
Weight:	91 kg
Age:	41 yrs
Nationality:	Japanese

GAIA was branded a traitor, but in the end he succeeded in thwarting the Association's efforts (or maybe it was URANUS's efforts), and thereby fulfilled a long-cherished ambition. Ironically, the TOSHIN tournament, organised by GAIA himself, has now become the ideal target for the Organisation in their search for blood sacrifices. Because of this, GAIA has decided to fight in the tournament himself, risking his own life because of his feelings of responsibility.

SPECIAL ATTACKS

PEONY	⇦⇙⇩⇘⇨ □ or △
HALO AROUND THE MOON	⇦⇨ △
PUNISHMENT +	□ + △ or ✕ + ○
CRIMSON FIRE ++	⇨⇦⇨ △

TOSHIN COMBOS

□ □ ⇩ □ ⇩ △

□ □ ⇦ ○

NAGISA

DATA

Name:	Nagisa Iwashiro
Height:	182 cm
Weight:	94 kg
Age:	36 yrs
Nationality:	Japanese

NAGISA has a terrible complex about his name (it is usually a girl's name) and becomes enraged when anyone uses it. He believes that he is truly hard-boiled: he is a detective in the Japanese police force and a member of Interpol. He does not get on well with TRACY, who has come from New York to investigate the Organisation. But in the course of their investigations they start to get along with each other much better.

SPECIAL ATTACKS

KNEE KICK	⇨ ○
TAMA-KOME	(fire by pressing the SELECT BUTTON when bullets are available)
ZENDAN-HASSHA +	□ + △ or ✕ + ○
IWASHIRO SPECIAL ++	⇨⇦⇨ △

TOSHIN COMBOS

△ △ △ △ △ △

□ □ ⇩ ✕ ✕ ✕

DAVID

DATA

Name:	David
Height:	168 cm
Weight:	56 kg
Age:	15 yrs
Nationality:	English

DAVID was raised in a very happy family environment, but tragedy struck on his 6th birthday: he lost everything in a terrible fire, and thereafter a veil was drawn over his mind. He was taken to an orphanage run by the Organisation, where "new life" was offered under the Organisation's magic spell. On his 15th birthday, the Organisation planned to sacrifice him, but something exploded within him... When DAVID came to, he was injured and in his hand he held a chainsaw dripping with blood.

SPECIAL ATTACKS

REVERSAL TRAP	⇩⬀⇦ □
TRUMP CARD	SELECT button
FLAME MASHER +	□ + △ or ✕ + ○
FLAME CRUSHER +‧+	⇨⇦⇨ △

TOSHIN COMBOS

□ △ △ △

✕ ✕ ✕ ○ ○ ○

SHIZUKU

DATA

Name:	Shizuku Fuji
Height:	169 cm
Weight:	49 kg
Age:	23 yrs
Nationality:	Japanese

SHIZUKU is an accomplished gambler but is also very kind-hearted, and is always eager to help people who cannot defend themselves. One day, her brother came across a wounded boy with a bloody chainsaw in his hand: it was DAVID. SHIZUKU saw such deep sorrow in his eyes that she decided to protect him. And that saw the start of SHIZUKU's involvement in the fight against the mysterious Organisation.

SPECIAL ATTACKS

OROSHI (HORIZONTAL)	⇩⬀⇦ □ (possible in mid-air)
OROSHI (DIAGONAL)	⇩⬀⇦ △ (possible in mid-air)
INVINCIBLE BUTTERFLY +	□ + △ or ✕ + ○
RED DAIKARIN +‧+	⇨⇦⇨ △

TOSHIN COMBOS

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* Illustrations by TSUKASA KOTOBUKI

Customer Service Numbers		Games Hotlines
• **Australia**	02 9878 0533	**1 902 262 662*** *(ITM Calls charged at $1.50 per min. Get parents' OK to call.)*
• **Austria**	0450 199 000 500*	**0450 199 000 500*** *(Ein Anruf unter dieser Nummer kostet in der Zeit von 8-18 Uhr ös 8, - - /Min, außerhalb dieser Zeit ös 6, - - /Min.)*
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• **Germany**	0190 578 578*	**0190 578 578*** *(DM 1,20/min. Kinder und Jugendliche sollten vor dem Anrufen der PlayStation-Hotline die Eltern/Erziehungsberechtigen um Erlaubnis fragen.)*
• **Greece**	(00 301) 6777701	**090 2322 00*** * Χρέωση κλήσης 184 δρχ. το λεπτό συν ΦΠΑ. Παρακαλούμε πριν καλέσετε τον αριθμό αυτό ζητήστε την έγκριση του προσώπου που πληρώνει το λογαριασμό Η τηλεφωνική σύνδεση υποστηρίζεται από τη Mediatel
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• **Switzerland**	052 243 0 555	*(Fr. 0.86/Min.)* **157 11 33***
• **UK**	0990 99 88 77	**0881 505 505 (incl. NI)***

Touch Tone activated service. Calls charged at 41p per minute during daytime, 28p* per minute at other times. (*Correct at May1997).
Maximum call cost £2.99. Please seek permission from the bill payer before calling. Service provided by Telecom Potential, P.O. Box 66, Cleveland, BS21 7QX.

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SCES-00700

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